

video clip and accompanying audio of a performance in accordance with a first theme of said gaming device as an award, wherein said first theme is predetermined.

15. (Amended) A gaming device as claimed in claim 1 [10] wherein said video clip is selected randomly from a group of video clips.

Cancel claim 5.

Cancel claims 28-31.

~~32~~. (Amended) A gaming device comprising:

player input means for initiating a round of play;

means for determining game outcome wherein an outcome of said round of play includes at least first and second winning outcome [outcomes] types;

means for indicating a monetary prize amount in response to [an] a winning outcome of the first outcome type;

audiovisual means for, in response to [an] a winning outcome of said second outcome type that is distinct from the first winning outcome type, displaying an entertainment event comprising a video clip and reproducing accompanying audio of a performance in accordance with a first theme of said gaming device as an award, wherein said video clip and accompanying audio are selected from a predetermined set of video clips and accompanying audio.

~~42~~. (Amended) A computer-implemented gaming method comprising:

receiving player input wherein a round of play is initiated;

determining, in a first computer an outcome of said round of play selected from a group of outcomes comprising [said outcome including] at least first and second winning outcome types;

providing a monetary prize in response to [an] a winning outcome of said first outcome type;

providing an entertainment event, in response to [an] a winning outcome of the [a] second type that is distinct from the first outcome type, comprising displaying a motion picture and reproducing an accompanying audio of a musical recording artist's song, wherein said motion picture and accompanying audio are selected from a predetermined set of motion pictures and accompanying audio.

Cancel claims 59-62.

Please add the following claims:

63. The gaming device of claim 1 in which a plurality of video clips and accompanying audios may alternatively be played as said entertainment event, the specific video clip and accompanying audio being selected by a generally random process.

64. The gaming device of claim 64 in which indicia symbolizing each of said plurality of video clips and accompanying audios are arranged in an array, the specific video clip and accompanying audio to be played as said entertainment event being selected by a moving member which stops on a generally randomly selected video clip and accompanying audio for selection thereof.

65. The gaming device of claim 1 in which a plurality of video clips and accompanying audio are available for playing as said entertainment event, and are selectable by the player of the gaming device for playing as said entertainment event.

66. The gaming device of claim 32 in which a plurality of video clips and accompanying audios may alternatively be played as said entertainment event, the specific video clip and accompanying audio being selected by a generally random process.